AWARENESS ○○○○○○ ○○○○○○

COORDINATION ○○○○○○ ○○○○○○

INGENUITY ○○○○○○ ○○○○○○

PRESENCE ○○○○○○ ○○○○○○

RESOLVE ○○○○○○ ○○○○○○

STRENGTH ○○○○○○ ○○○○○○

TYPE

MODEL

ATTUNED TIME LORD

ATHLETICS
FIGHTING
MEDICINE
SURVIVAL

CONVINCE
KNOWLEDGE
SCIENCE
TECHNOLOGY

CRAFT
MARKSMAN
SUBTERFUGE
TRANSPORT

NAVIGATION DIFFICULTY MODIFIER

HELMIC SETTING

MISALIGNMENT □□□□□□ □□□□□□

COMPUTER DIFFICULTY MODIFIER

MATRIX INTERFACE (DIFF.-3) □ DAMAGED □ DISABLED

3D HAND GESTURING DEVICE DIFF. -1 □ DAMAGED

DEFENSIVE SYSTEM SETTINGS (XXX)

IWDS SETTING TL X

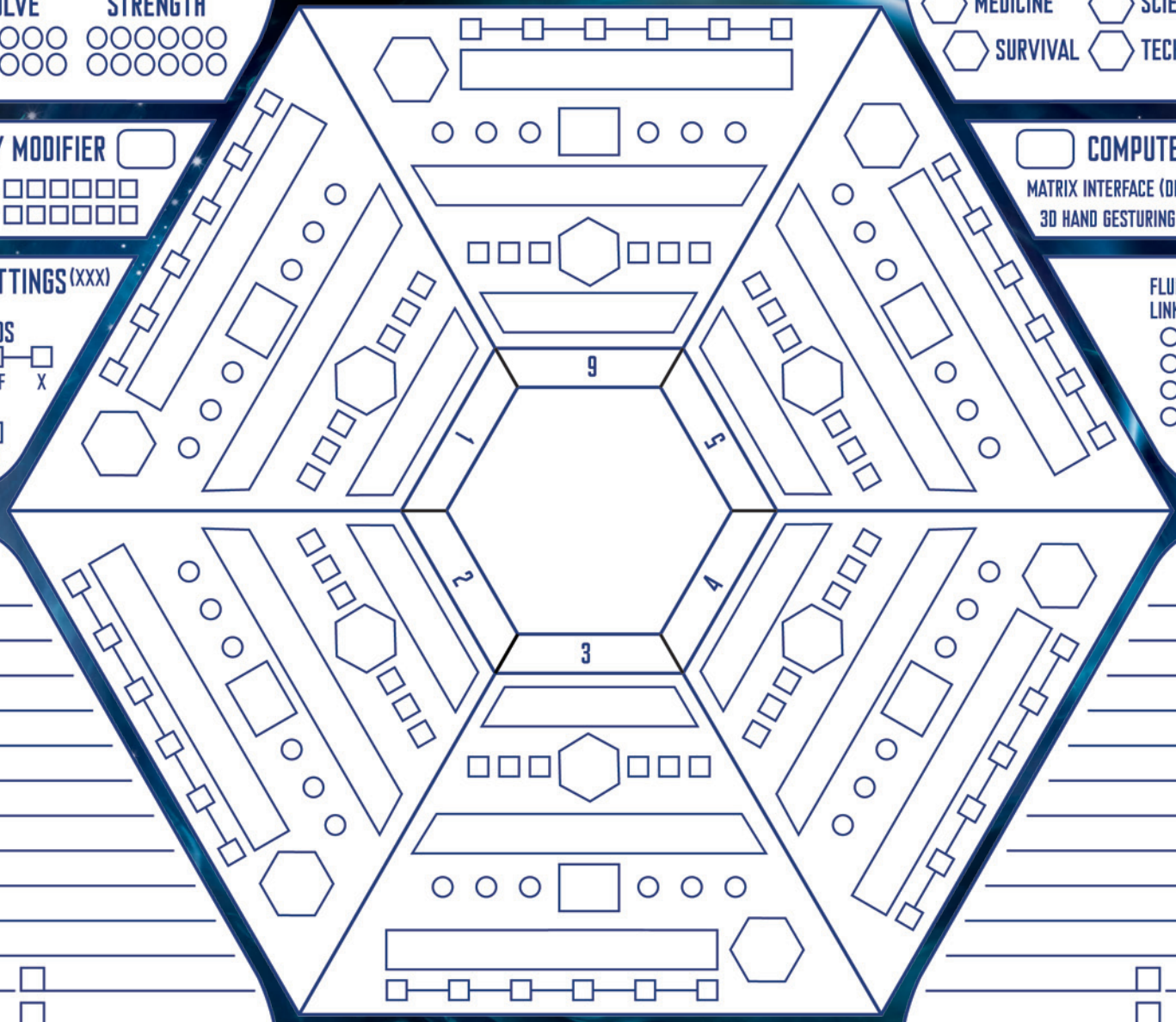
HADS ON OFF X

ISOMORPHIC CONTROLS ON OFF X

FLUID LINKS

POWER LEVELS

	OFF	ON	BOOST
NAV	□	□	□
DEF	□	□	□
LIF	□	□	□
SEC	□	□	□



GOOD TRAITS

BAD TRAITS

SPEED

STORY POINTS

ARMOUR

NAVIGATION SYSTEMS

☐ HELMIC REGULATOR [XXX]

1	D6 DAYS / D6X10 KM	DIFF. -3
2	D6 MONTHS / D6X100 KM	DIFF. -2
3	D6 YEARS / D6 LY	DIFF. -1
4	D6 DECADES / D6X10 LY	DIFF. +0
5	D6 MILLENIA / D6X100 LY	DIFF. +3
6	D6 EPOCHS / D6X1000 LY	DIFF. +6
7	D6 EONS / 10K LY	DIFF. +9
8	D6 DAYS / 100K LY	DIFF. +12
9	CROSS ALL SPACE-TIME	DIFF. +15

☐ MANUAL FLIGHT CONTROLS [XXX]

ING+TEC, DIFF. 15
BAD FAILURE - 1 DAMAGE
DISASTROUS - D6 DAMAGE

☐ DEMATERIALIZATION CIRCUIT [XXX]

TELEPORT GADGET TRAIT ☐ REMOVED

☐ HOMING CIRCUIT [XXX]

SENSORS/DATA/COMMS

SENSORS (XXX)

ING+TEC, DIFF. 15
☐ SENSOR PRESETS [XXX]

SCANNER (XXX)

RESOLVE
RANGE
PAST/FUTURE
DURATION

☐ REMOVABLE COMPUTER MODULES [XXX]
☐ TELEPATHIC TRANSMISSION PADS [XXX]

ARCHITECTURAL CONFIGURATION SYSTEM

☐ ACS CIRCUIT [XXX]

DESKTOP THEME

ING+TEC
Spatial Modification DIFF.15
Room Connection DIFF.12
Room Creation DIFF.18
Room Deletion DIFF.18
Change Desktop Theme DIFF.12

☐ REST WEIGHT/MASS [XXX]

ING+TEC, DIFF. 15

2	Feather Light	☐
3-5	D6x10 lbs.	☐
6-8	Appropriate weight	☐
9-11	D6x10 Tons.	☐
12	2D6x100 Tons	☐

☐ CHAMELEON CIRCUIT [XXX]

ING+TEC, DIFF. 15
BAD FAILURE - STUCK
DISASTROUS - DAMAGED

INTERIOR ROOMS

1	1-2 ANCILLARY POWER ROOM [XXX]	☐
	3-4 BATH ROOM [XXX]	☐
	5-6 BOOT CUPBOARD	☐
2	1-2 CLOISTER ROOM [XXX]	☐
	3-4 FAULT LOCATOR ROOM [XXX]	☐
	5-6 FOOD DISPENSER ROOM [XXX]	☐
3	1-2 LABORATORY [XXX]	☐
	3-4 LIBRARY [XXX]	☐
	5-6 MAIN CONSOLE ROOM [XXX]	☐
4	1-2 MAIN POWER ROOM [XXX]	☐
	3-4 PLAYER CHARACTER BEDROOM	☐
	5-6 SECONDARY CONSOLE ROOM [XXX]	☐
5	1-2 SICK BAY [XXX]	☐
	3-4 STORE ROOM	☐
	5-6 UTILITY ROOM [XXX]	☐
6	1-2 WARDROBE ROOM [XXX]	☐
	3-4 WORKSHOP [XXX]	☐
	5-6 ZERO ROOM [XXX]	☐

EMERGENCY SYSTEMS

☐ 1 FAST RETURN SWITCH [XXX]
☐ 2 FAILSAFE SWITCH [XXX]
☐ 3 EMERGENCY SWITCH [XXX]
☐ 4 TIME VECTOR OVERRIDE [XXX]
☐ 5-6 LOW LEVEL CONTROLS [XXX] (DIFF +6)

POWER & LIFE SUPPORT

☐ DYNAMORPHIC GENERATORS [XXX]
☐ ANCILLARY POWER [XXX]
☐ LIFE SUPPORT [XXX]

ROUTING PANEL
1 2
3 4
5 6

ENERGY PROJECTION

☐ TRACTOR BEAM (XXX)

ING+TEC

TARGET MASS	DIFF.
Cyberman, Small Vehicle	6
Average Vehicles	9
Large Vehicles	12
Small Starships	18
Large Starships	21
Moons, Space Stations, etc.	24
Planets	27
Stars	30

OPPOSING FORCE	MOD.
Large Vehicles	+1
Small Starships	+2
Large Starships	+3
Space Stations, etc.	+4
Gravity Whirlpools	+5
Stars, Black Holes, Etc.	+6

OTHER SYSTEMS

1 - CHAMELEON ARCH [XXX] ☐
2 - INTERNAL GRAVITY COMPENSATORS [XXX] ☐
3 - PERCEPTION FILTER [XXX] ☐
4 - REAL WORLD INTERFACE [XXX] ☐
5 - RELATIVE DIMENSIONAL STABILIZER [XXX] ☐☐
6 - CHAMELEON ARCH [XXX] ☐

TARDIS KIT

1-2 TARDIS MANUAL [XXX] ☐
3-4 TARDIS TOOLKIT [XXX] ☐
5-6 PORTABLE MEDICAL KIT [XXX] ☐
_____ ☐
_____ ☐
_____ ☐

TIME TRAVEL DEVICE TYPE

STORY POINTS

TOTAL

DAMAGE

STORY POINT POOL

GADGET TRAITS

- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____
- [ ] _____

NAVIGATION

2D6 + INGENUITY + TRANSPORT

DIFFICULTY

Returning to the last place you left	12
Average trip through the Vortex	15
Minor turbulence or interference	18
Heavy turbulence	21
Massive Disturbance	27
Temporal Backlash	30

NAVIGATION RESULTS (XXX)

SUCCESS - 3SP

WITHIN 1 MILE AND 1 HOUR OF TARGET. SPEND 1SP OR LAND INCONVENIENTLY.

FAILURE - 3SP

2D6 MILES AND 2D6 HOURS OFF TARGET. SPEND 1SP OR TTC SUFFERS 1 DAMAGE.

GOOD - 2SP

WITHIN A FEW YARDS AND A FEW MINUTES OF TARGET

BAD- 4SP

LAND IN DANGER. 1 SP OR TTC TAKES 2 DMG. ROUGH RIDE: DIFF 12 - D3 DMG

FANTASTIC- 1SP

ON TIME AND ON TARGET OPERATOR GAINS 1 SP

DISASTROUS - ALL

TEMPORAL BACKLASH. TTC TAKES 3 DMG. ROUGH RIDE: DIFF 15 - D6 DMG

TIME TRAVEL DEVICE TYPE

STORY POINTS

TOTAL

DAMAGE

STORY POINT POOL

GADGET TRAITS

- [ ] _____
- [ ] _____
- [ ] _____
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- [ ] _____
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ATTUNED TIME LORD

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